



AGENCE

Classroom Quickstart Guide



Agence: Classroom Quickstart Guide

This Quickstart Guide will help educators to begin exploring the dynamic film **Agence** in their classroom. It focuses on some of the technical recommendations for using the film, as well as tips to support students as they navigate the user experience, and finally offers some helpful classroom facilitation tips.

The sections in this guide are set up to be quick references and can be printed and posted for students.



Downloading
the Film



Getting
Started



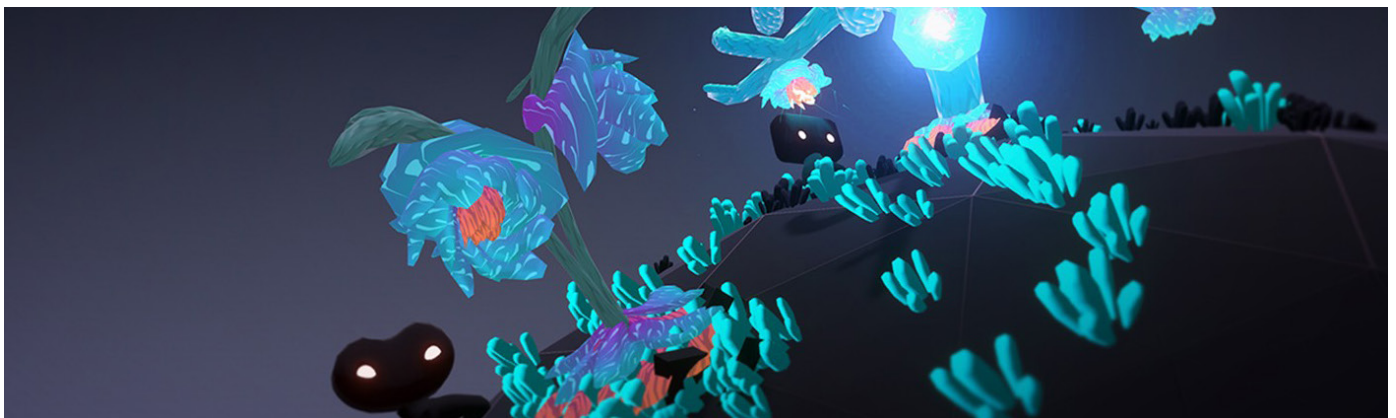
User
Experience
Tips








Tips
for the
Classroom



Other
Agence
Resources

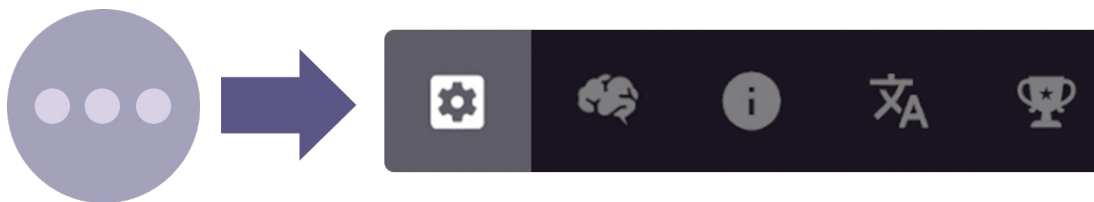


1 Downloading the Film

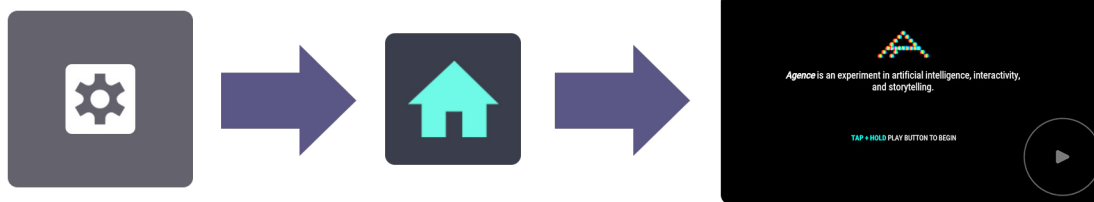
MOBILE VERSION	PC VERSION	VR VERSION
 	 STEAM®	  oculus VIVE
Download the film in the various formats from nfb.ca/interactive/agence		
TECHNICAL REQUIREMENTS AND RECOMMENDATIONS		
<ul style="list-style-type: none"> • Recommended for Elementary (12+) and Secondary students. • Provides the most flexibility for classroom use (doesn't require a computer lab). • Best used in small groups (2–3) or by individuals. 	<ul style="list-style-type: none"> • Recommended for Secondary students (students must be 13 years or older to have a STEAM account). • STEAM must be installed on school or personal computers to view Agence on PC. • Consider partnering students if access to devices is limited. 	<ul style="list-style-type: none"> • Recommended for Secondary students and classrooms with access to VR equipment. • Educators should consider projecting the film as individual students participate, to increase participation of all students.

2 Getting Started: Film Settings

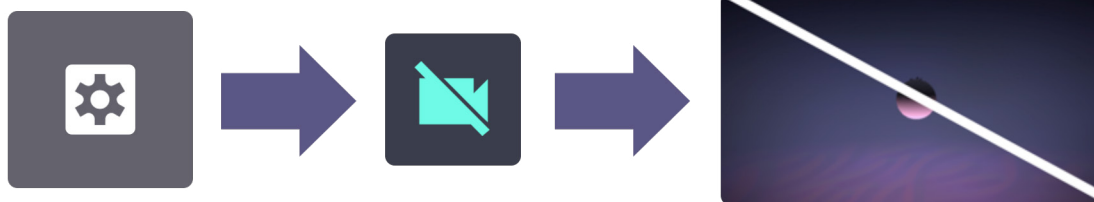
Agence has a number of helpful settings. Refer to this Quickstart Guide to navigate these settings during or before the film experience.



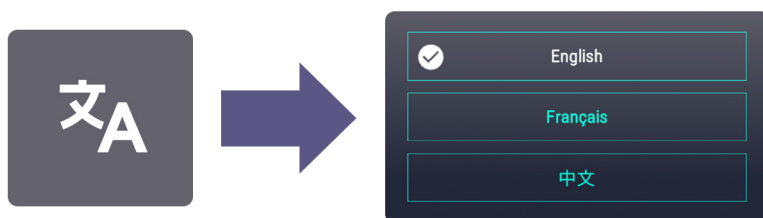
Access the film settings any time during the film via the three dots at the top right of the screen.



In film settings, return to the start page by choosing the house icon from the menu.



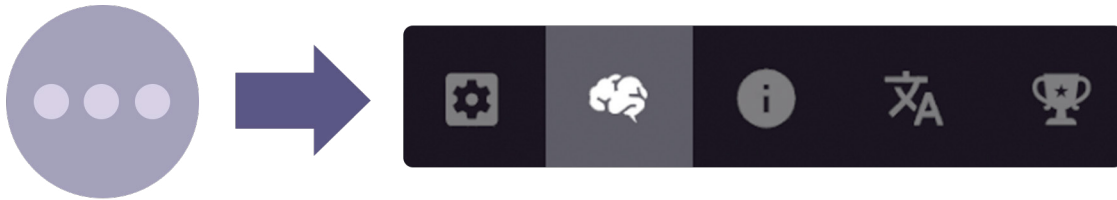
In film settings, turn off the intro to the film by choosing the camera icon.



In film settings, choose from a variety of languages, including English, French, Chinese, Japanese, Korean, Spanish and German.

3 User Experience Tips: Viewer Actions

Agence is built to bring the viewer into the story through a set of actions. Use the actions below to make changes to the actors (Agents) and join in on the story.

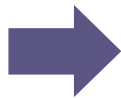
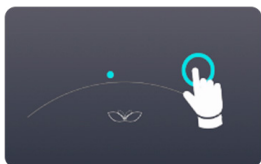


Using the three dots at the top right of the screen, click on the brain icon.

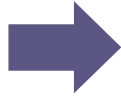
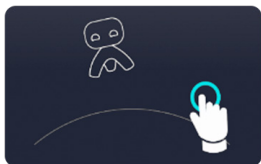


After clicking on the brain icon, click the face of each Agent you would like to be an autonomous, learning Agent. Learning Agents think for themselves and are able to learn new behaviours.

Agents whose brains are not lit up are programmed to follow the storyline. Changing the number of learning Agents in the film will impact the outcome of the story.



During the story, viewers can add flowers into the simulation by holding the circle in the bottom right of the screen. As you hold the circle, move your thumb inside the circle to choose the desired location to plant the flower. Hold the circle until it fully powers up, and then release the circle to plant the flower.



Tap and hold any Agents in the simulation to pick them up. Once you have lifted them off the sphere, drag your finger to the location you would like to drop them, and release.

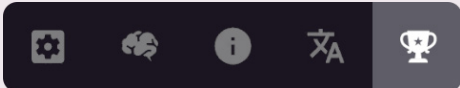


To view the simulation from different angles, drag your finger across the screen, above the sphere. Once you change the view, the simulation will automatically zoom into the sphere so you can observe the Agent behaviour up close.

4 Tips for the Classroom: Roles for Viewing

There are many factors that will impact the **Agence** experience for your students. Educators should consider the number of devices available, the developmental readiness of their students, and any other technical supports required to install the film on school devices.

Consider the following tips to help engage students in the **Agence** experience.

Partner your students up to view the experience	Working in groups of 2–4 is ideal for experiencing Agence . Although Agence is not a multiplayer game, students can take on different roles when viewing the film.
Differentiate roles for your students when viewing	<p>While viewing the film, consider assigning different roles to your students:</p> <ul style="list-style-type: none"> • Actor: the actor will carry out the actions during the film. Plant flowers, move Agents, and spin the sphere to provide a new perspective. • Observer: the observer records the behaviours of the various Agents as they interact in the film. Observers can capture their observations in the Observer's Guide provided in the Agence mini-lesson. Educators might want to assign multiple observers who follow different Agents in the story, as it can be tricky to keep track of all the different behaviours.
Switch up the roles after each simulation	Although the final length of the film varies, students can easily observe multiple variations or rounds of the film during a single class. Switching roles after each simulation ends can help to provide a fuller experience for students.
Add and remove “brains” often	To understand the role AI plays in the simulation, change up the autonomous Agents frequently. By trying different combinations of those Agents who learn and those who are programmed to follow the storyline, you will prompt different story outcomes.
Level-up student engagement through achievements	<p>In film settings, students can view a series of achievements encouraging them to take various actions in the film. Click on the trophy icon and work together as a class to accomplish all of the achievements in the simulation.</p> 

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Check out other *Agence* resources:

Blog Post:

Agence: Redefining the Film Experience

blog.nfb.ca/blog/2021/03/10/edu-agence-redefining-the-film-experience

Mini-Lesson:

Agence: Exploring Behaviour

blog.nfb.ca/blog/2021/03/10/mini-lesson-for-agence

Project Site:

Visit agence.ai to learn more about the project.

The ***Agence*** dynamic film experience is the first of its kind for the National Film Board (NFB), and we hope both you and your students enjoy participating in it. If you would like to provide feedback on any of the resources or supports for ***Agence***, please share your thoughts at info@nfb.ca. The NFB is always interested in feedback that will help us provide meaningful educational experiences for you and your students.